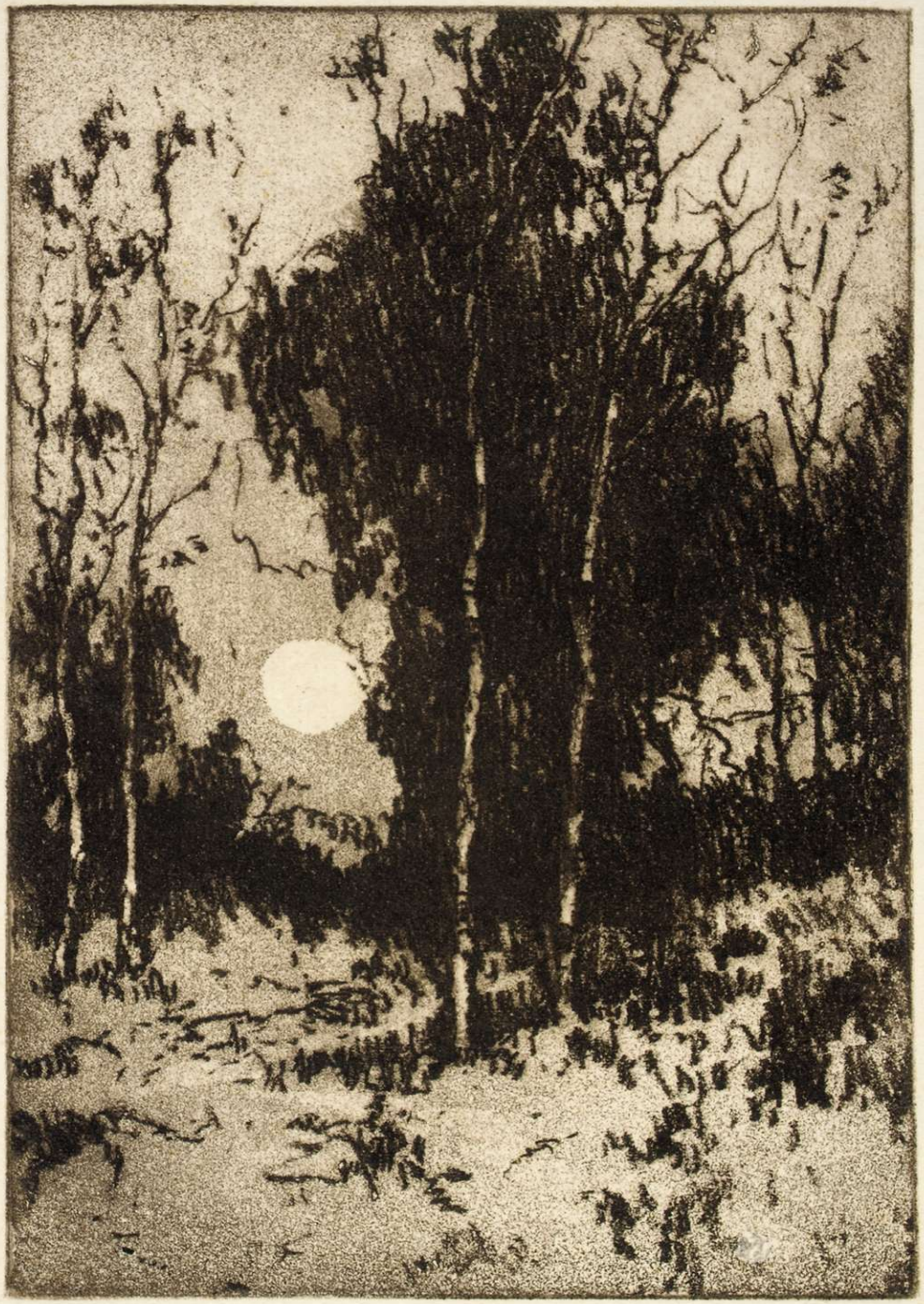

WEREWOLF DETECTIVES

A Paranormal Detective Lasers & Feelings hack

YOU ARE AN ASSOCIATION OF PRIVATE DETECTIVES WITH A BEASTLY SECRET.

USING YOUR PROFESSIONAL SKILLS AND SUPERNATURAL ABILITIES, GET TO THE BOTTOM OF THE MYSTERIES INFESTING A GRIMY, CRIME-RIDDEN CITY IN 1930'S USA.

PROTECT THE INNOCENT.

SNIFF OUT THE TRUTH.

HOWL AT THE MOON.

PLAYER GUIDE

CREATE YOUR DETECTIVE

Choose a Style:Guarded, Cocky, Altruistic, Jaded, Vengeful, Greenhorn, Neurotic

Choose a Past: Journalist, Scientist, Doctor, Occultist, Veteran, Criminal, Capitalist

Choose a Name and a Goal: Investigate Corruption, Stop Crime, Cure Lycanthropy, Exact Revenge, Get the Scoop

Choose a number from 2 to 5. A high number means you're better at WEREWOLF (using supernatural gifts) and a low number means you're better at DETECTIVE (using human capabilities).

Agency Headquarters

Your office is located above an old speakeasy called Le Lune Bleue. Choose 2 strengths and 1 flaw for the office:

Strengths: Good connections, Secret Passages, Occult Library, Supernatural Protections
Flaw: High Rent, Cramped, Dodgy Wiring, Nosey Neighbours

HOW TO PLAY

When you do something risky, roll a six-sided die to find out how it goes. Roll +1 die if you're prepared and +1 die if you're an expert. If you want to help someone else who's rolling, say how you try to help and make a roll. If you succeed, give them a +1 die to their roll. (The GM tells you how many dice to roll, based on your character and the situation.) Roll your dice and compare each die result to your number. If you're using WEREWOLF, you want to roll under your number. If you're using DETECTIVE, you want to roll over your number.

0 If none of your dice succeed, it goes wrong. The GM says how things get worse somehow.
1 If one die succeeds, you barely manage it. The GM inflicts a complication, harm, or cost.
2 If two dice succeed, you do it successfully.
3 If three dice succeed, you get a critical success, and the GM tells you some extra benefit.

! If you roll your number exactly, you get a special insight into what's going on (This roll counts as a success.) Ask the GM a question and they'll answer you honestly. Some good questions: What are they really feeling? Who's behind this? How could I get them to _____? What should I be on the lookout for? What's the best way to _____?

GM GUIDE

CREATE THE SCENARIO

Roll or Choose the following:

A threat:

1. Corrupt Politician - 2. Cultists
3. Government Agents - 4. The Mob
5. Violent Politicals - 6. Supernatural Being

Wants to:

1. Destroy - 2. Corrupt - 3. Steal
4. Construct - 5. Control - 6. Steal

The:

1. Rival Gang - 2. Banks
3. Crime Racket - 4. Arcane Artefact
5. Arcane Site - 6. Dangerous Weapon/Drug

Which will:

1. Destroy the city - 2. Start a turf war
3. Kill people - 4. Open a gate to Hell
5. Expose the PCs - 6. Combo (roll twice)

GM: RUN THE GAME

Play to find out how they defeat the threat. Introduce the threat by showing evidence of its recent badness. Before a threat does something to the characters, show signs that it's about to happen, then ask them what they do.
Example: "Johnny the Razor pulls out a revolver and aims it square at your head. What do you do?" "Lupina pours you a glass of whiskey and slips her arm around your waist. What do you do?"

Call for a roll when the situation is uncertain. Don't pre-plan outcomes—let the chips fall where they may. Use failures to push the action forward. The situation always changes after a roll, for good or ill. Ask questions and build on the answers. Ex: "Have any of you encountered a fungal vampire before? Where? What happened?"

Credits
The text of this game has been altered. The original game text of Lasers & Feelings is © 2013 by John Harper (johnharper.itch.io)

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Artwork: Sleeping Wolf by Johann Nepomuk Rauch

IMAGE CREDITS

Pg. 1 – Mister Moon by Joseph C. Claghorn

Pg. 2 – New York Night by Muirhead Bone

Pg. 3 – The Wolf and the Lean Dog – Percy J. Billinghurst

Pg. 4 – Illustration from *Dr. Jekyll and Mr. Hyde* by Charles Raymond Macauley

Pg. 5 – Sleeping Wolf – Johann Nepomuk Rauch